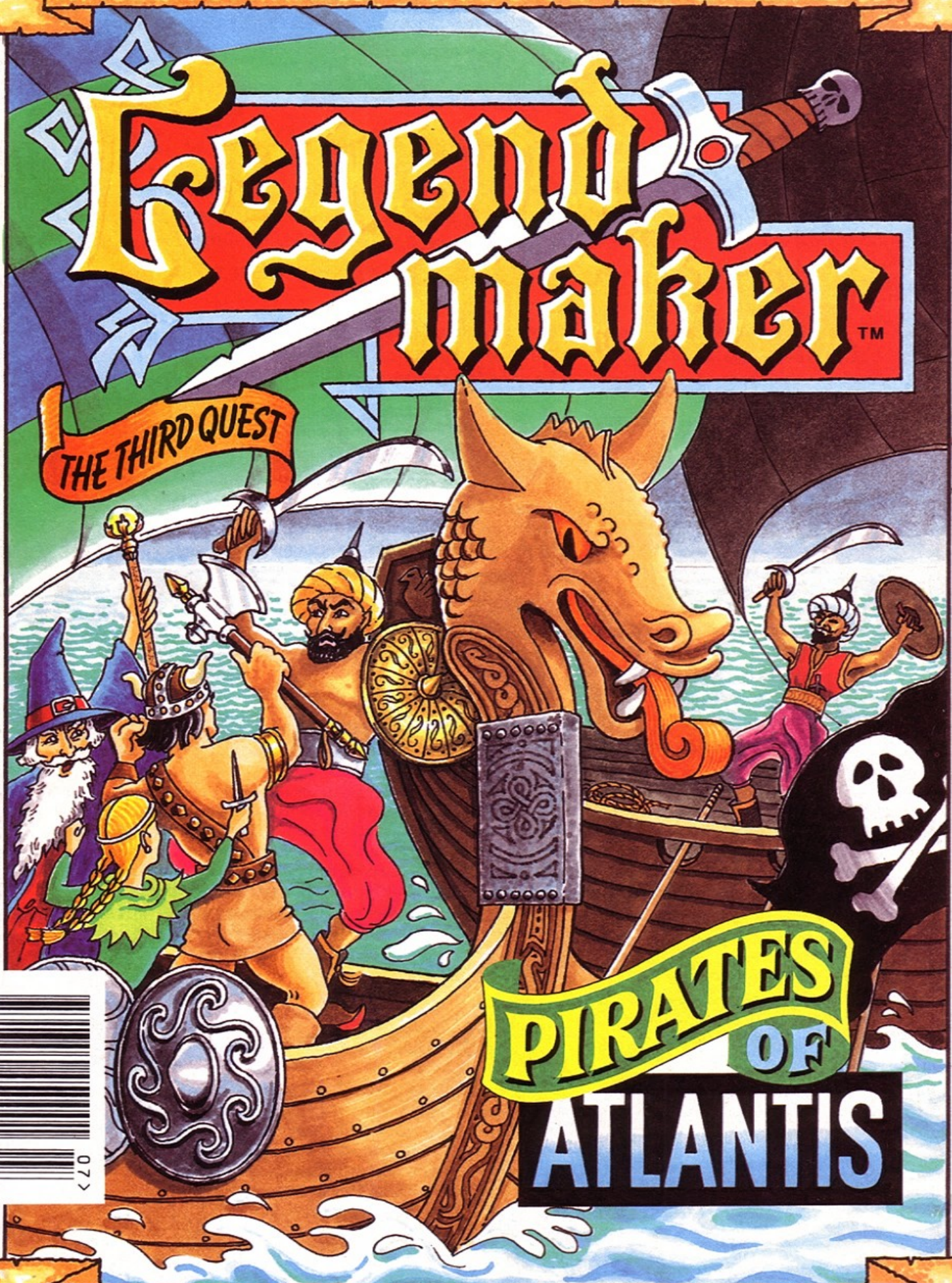
THE FIRST ROLE-PLAY ADVENTURE GAME COMIC!

Legend maker™

THE THIRD QUEST



PIRATES OF ATLANTIS

A COMPLETE ROLE-PLAY QUEST IN WHICH YOU TAKE PART

LEGENDMAKER - THE THIRD QUEST £1

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Legend maker™

A new concept in comics

Take on the role of a mighty warrior, a powerful wizard, or a brave elven princess, and enter the fantastic world of LEGENDMAKER. Here you can take part in exciting and dangerous adventures. Adventures in which you will be making the choices that decide if you succeed or fail in your quest!

IMPORTANT

LEGENDMAKER cannot be read like an ordinary comic. The stories are made up using a series of numbered panels. Each panel tells part of the story before asking what you want to do next. Choose your course of action, and then go to the relevant numbered panel. WITHOUT READING ANY OTHERS.

How to play LEGENDMAKER

1. Choose which of the three characters you would like to be. Each has various strengths and weaknesses that will become apparent as you go through the adventure.

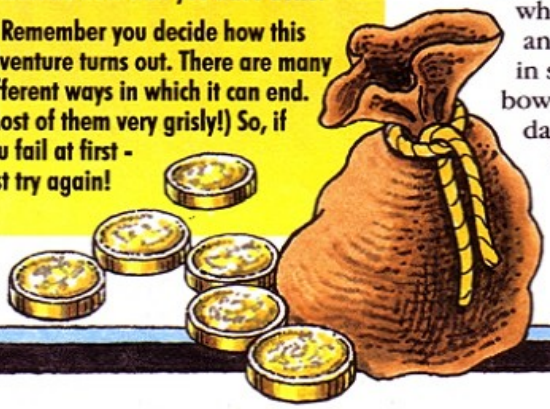
2. Read the story background, which will give you clues that may help you later.

3. Go to panel 1 of the story and start your own adventure!

4. This adventure has three dangerous levels for you to explore. You will move backwards and forwards through the pages of this comic as you make your way through all three levels.

5. In this adventure you are searching for the treasure of the lost city of Atlantis. You will find there are no gold coins for you to collect as in previous stories, but there will be plenty of opportunities to spend (or lose!) those you have in your purse already. (New players start their adventure with 30 gold coins.) If you survive the quest, the amount you have in your purse will determine how well you have done.

6. Remember you decide how this adventure turns out. There are many different ways in which it can end. (Most of them very grisly!) So, if you fail at first - just try again!



Now choose which of the three characters you wish to be, then you are ready to enter the exciting world of LEGENDMAKER.

Gart - The Warrior

Gart is a barbarian from the northern wastes. He has left his icy homeland to seek his fortune in the warmer southern lands. Gart is immensely strong. He can wield his great battle axe, or any other weapon he discovers, with devastating force. He is however, a barbarian so he cannot read or use magic.

Flambar - The Wizard

Flambar travels the world of LEGENDMAKER looking for spells and magic objects that will increase his knowledge of the magical arts. Flambar is not strong, but he is very wise and can read rune writing. He has no weapon, but he has his magic staff which can open locks, and, on his command give off a light that is bright enough to light the darkest dungeons.

Dorwen - The Elfmaid

Dorwen is a shield maiden, an elven princess who, finding the life of a young elfmaid dull and boring, has left her leafy forest home in search of adventure. She carries a short bow and a quiver of arrows, as well as a dagger at her belt. Her knife and the tips of her arrows are made of crystal as, like all faeriekind the touch of iron would prove fatal to her.

THE SAGA UNFOLDS...

Escaping from the stronghold of the Snakemen and their evil serpent god Ssett, you row your small boat out of the great swamp. Your head is full of the tale, told to you by the Rafter, about the lost city of Atlantis and the fabulous treasure that is hidden there. He told you that Atlantis sank beneath the sea many years ago and that the peak of the mountain below which the city lies is now all that can be seen above the waves of the Great Ocean.

You decide to follow the river down to the harbour town of Seaport, and there find a ship with a captain who is daring, or greedy enough, to undertake a dangerous voyage in search of the fabled city beneath the waves.

You travel for some days before, rounding a bend in the river, you see the bustling town of Seaport before you. Tying up your boat at the dock you set off into the town.

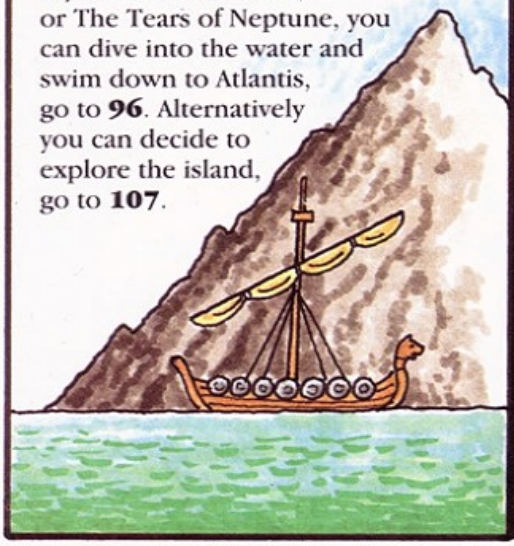
Now go over the page to panel 1.

PLEASE NOTE:

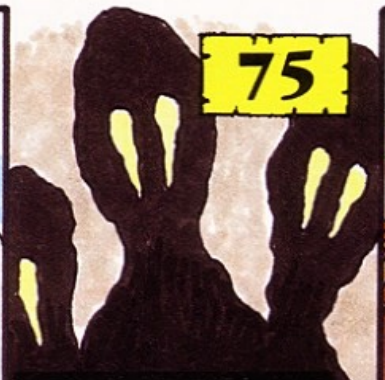
If you have played the two previous adventures in the LEGENDMAKER series - **'The Orcmasters Castle'** and **'The Swamp of the Snakemen'** - you will already have gold in your purse and you may also have a magic ring or a gold crown. If this is your first adventure in the world of LEGENDMAKER you will have a leather purse containing 30 gold coins, as well as the weapons or objects your character is entitled to.

74

'The Rover' anchors off the strange island. If you have the crown, or The Tears of Neptune, you can dive into the water and swim down to Atlantis, go to **96**. Alternatively you can decide to explore the island, go to **107**.



75



"We are the shadow warriors," says a ghostly voice. "We are the guardians of Atlantis, and none may us pass!" The shadows close in on you.

THE END

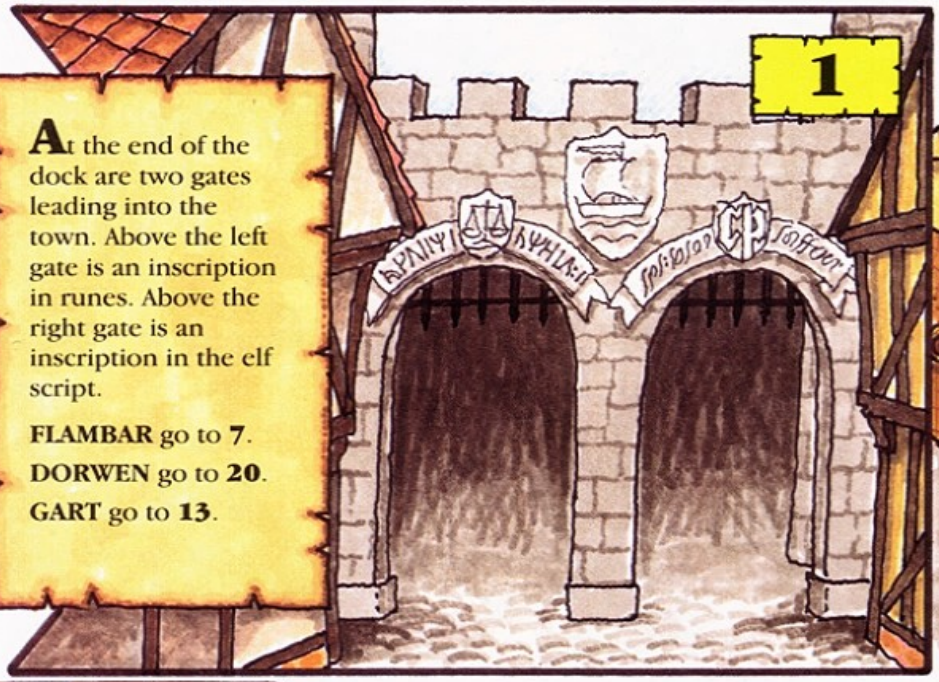
76

You stand shoulder to shoulder with Red Rolf and his viking crew. The pirates cannot face such an array of grim warriors and fleeing from your cruel swords and axes they throw themselves screaming into the sea.

Go to **116**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

1



At the end of the dock are two gates leading into the town. Above the left gate is an inscription in runes. Above the right gate is an inscription in the elf script.

FLAMBAR go to **7**.

DORWEN go to **20**.

GART go to **13**.

2

Now you ask the street seller if he knows anyone who will help you in your search for Atlantis, he shakes his head. You turn to leave and are confronted by a small, scrawny figure.

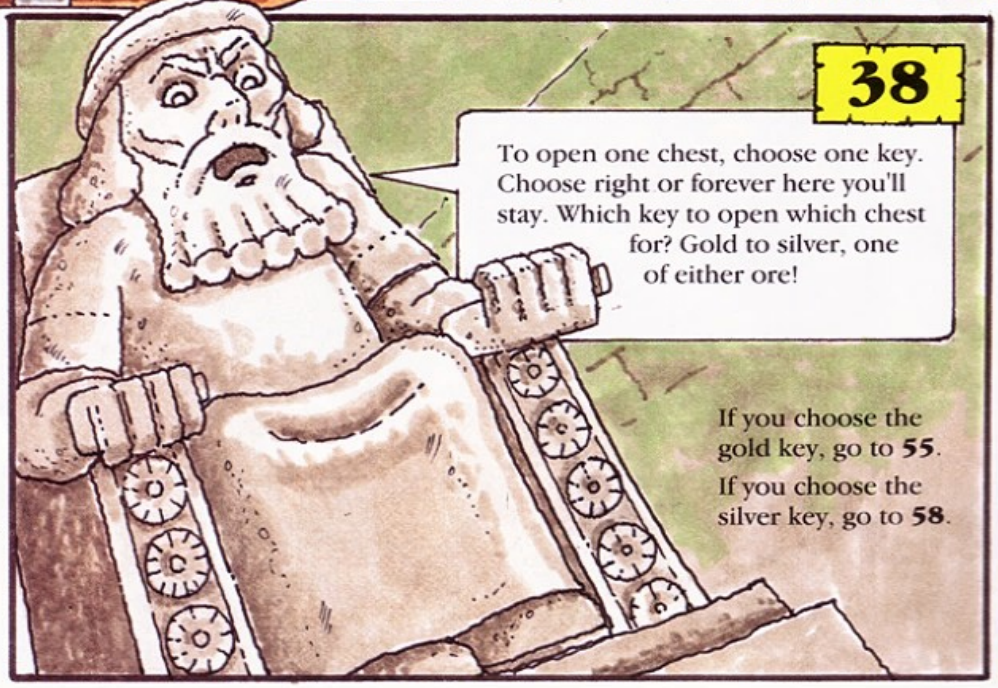
I am Scragg.

I know someone who will help you search for Atlantis!

Go to **12**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

38



To open one chest, choose one key. Choose right or forever here you'll stay. Which key to open which chest for? Gold to silver, one of either ore!

If you choose the gold key, go to **55**.

If you choose the silver key, go to **58**.

39

There is not enough time to make it back to the surface!

77

Inside the cave it is dark. You raise your staff which bursts into light. At the other end of the cave you see two oaken doors.

Go to **79.**

78

If you have the Stone Spell, go to **121**. If you do not, go to **87**.

79

Above the doors is an inscription in the runic script.

FLAMBAR go to **101**.

Others go to **104**.

80

You search for weeks without seeing the mountain. Red Rolf and his crew begin to say that Atlantis does not exist. To persuade them to continue the search you must give them all the gold in your purse and go to **90**. If you have no gold, go to **106**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

3

Welcome, stranger, what can I do for you?

Inside the tavern is crowded and smoke filled. You find an empty table in the corner. After a while the Innkeeper comes over.

You ask if he knows anyone willing to join you in your quest for Atlantis. Go to **9**.

4

Now, if you have not already done so, you can speak to the other captain.

Go to **25** to speak to Al Budar.

Go to **21** to speak to Red Rolf.

If you have spoken to them both, or if you have already made up your mind who you will sail with, go to **6**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

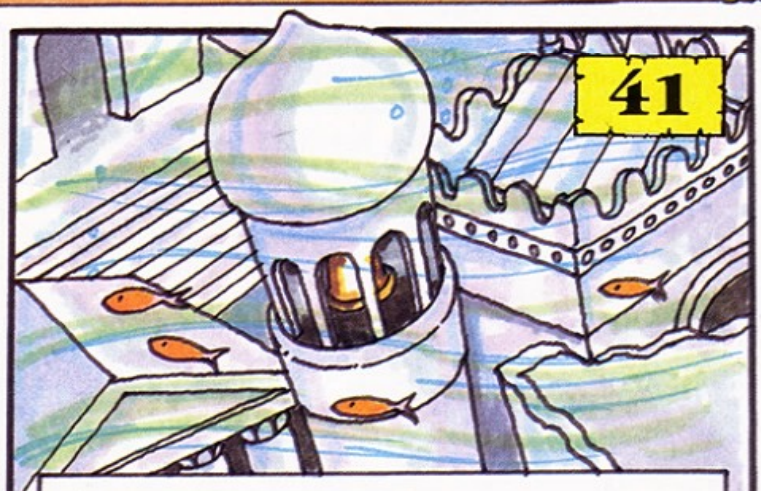
40

Inside the chest there is nothing but a dirty old brass oil lamp! Is this the fabled treasure of Atlantis?

Your choice has brought no treasures gleam, but things are sometimes brighter than at first they seem.

Go to **46**.

41



You swim towards a tall tower in which hangs a huge bronze bell. All around the tower are inscriptions in elf script.

DORWEN go to **72**. Others go to **66**.

81

I know the way, I know the way! Let me fly free, and I'll show ye where Atlantis be!

If you take off the parrots chain, go to **108**.

Otherwise, go to **118**.

82

Behind the door are steps going up toward the top of the mountain, go to **109**.

83

You row for many days until your hands are blistered and your back is aching from the strain. Then you hear shouting on deck and, looking through a porthole, you see Red Rolfs ship, 'The Rover' is bearing down on you!

Go to **102**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

5

Inside the caravan it is dark. Before you sits ar old gypsy woman.

Welcome adventurer.

Ask me what you will, for I know all that has been, and all that will be.

6

If you decide to sail with Red Rolf, go to **19**.

If you decide to sail with Al Budar, go to **28**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

42

Key of silver key of gold, each shows what one chest doth hold. If their treasures you wouldst see, give ring of gold and crown to me. If one or both you cannot give, my question answer if thou'st live!

Now you must give the crown or the ring to the statue (both if you have them), and go to **38**.

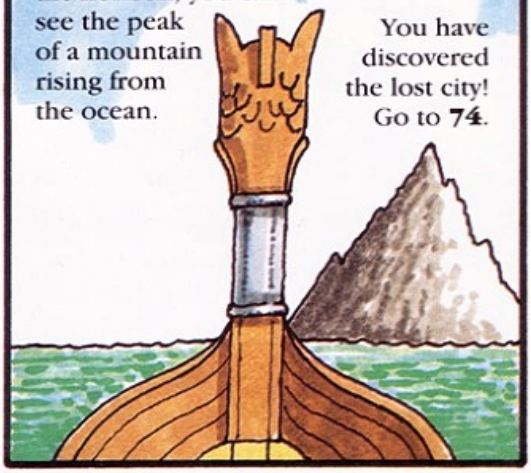
If you have neither, you must answer the statues question, go to **49**.

43

Down and down you swim. Go to **47**.

84

When YMIR disappears, you discover you have travelled many leagues. The pirate ship is no longer in sight but, on the horizon, you can see the peak of a mountain rising from the ocean.



You have discovered the lost city! Go to **74**.

85

Above the cave entrance is a carven head. As you approach it speaks.

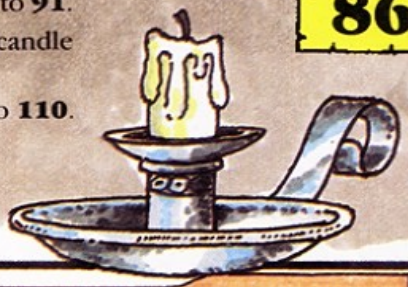
go to **115**.

86

If you have the parrot with you, go to **91**.

If you do not, You can pick up the candle and, go to **128**.

Or you can leave it where it is, go to **110**.



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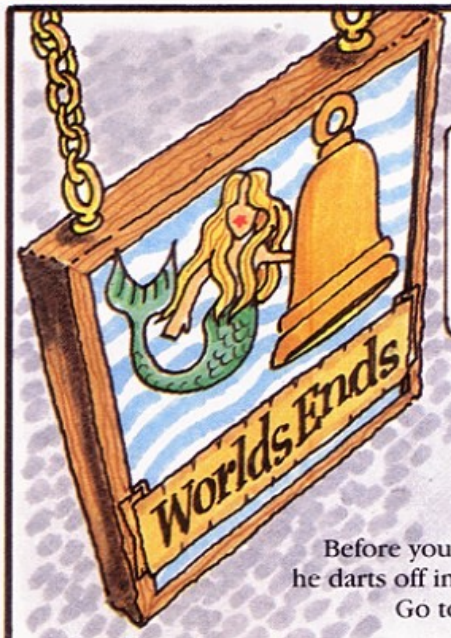
7

TO MARKET SQUARE OF THIEVES BEWARE

Go to **13**.

8



Here's where you'll find the one who'll help you in your quest, so I'll wish you good evening, adventurer.

Before you can speak, he darts off into the crowd. Go to **16**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

44

The old oil lamp falls into the sea with a splash and quickly sinks. Go to **73**.

45

On the top of one chest is the disk of the sun in beaten gold. On the top of the other the crescent moon in beaten silver. If you try to open the chests go to **69**. If you go over to the statue, go to **51**.

87

The pirates of the wicked Al Budar do not take prisoners.

88

Take the door on your right!

Go to **104**.

89

You scour the ocean for many days without seeing the mountain. One day the lookout gives a cry from the mast top. The black sail of a pirate galley is bearing down on you! "It is Al Budar," says Red Rolf. "He means to kill us all and get the treasure for himself!"

Go to **103**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

9

There are two captains here who may help you, one is Red Rolf, the other is Al Budar.

Go to **14**.

10

With a mighty cry GART breaks free from his cowardly attackers. As soon as he turns to face them they disappear quickly off into the dark alleys. You walk on until finally you come out of the maze of alleyways. Go to **22**.

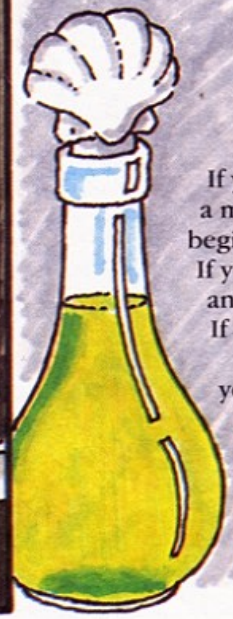
LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

46

Sadly you leave the treasure room of Atlantis and, carrying only the old oil lamp, you climb the long stairway which brings you out into the open air near the summit of the island. Making your way down the stone stair you rejoin Red Rolf aboard 'The Rover' and show him the 'Treasure of Atlantis'.

Go up to **68**.

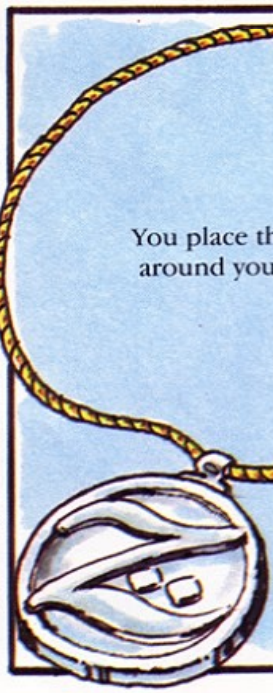
47



If you have taken a magic potion, it begins to wear off. If you do not have another, go to **39**. If you are wearing the crown, or if you have another potion to take go to **56**.

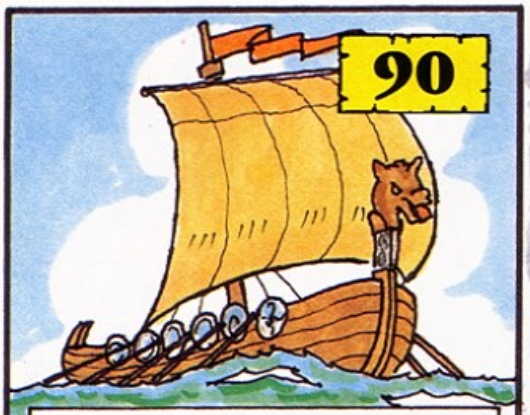
48

You place the chain around your neck.



Go to **98** on the upper level.

90



If you have 100 or more gold coins in your purse Red Rolf will agree to continue the search for another week, go to **100**.

If you have less than 100 gold coins, go to **106**.

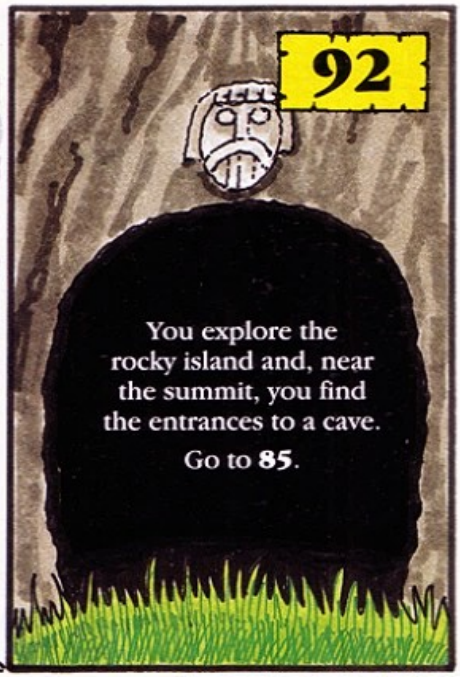
91

Touch not the candle with human hand while in this darkened cave you stand.

If you pick up the candle, Go to **128**.

If you do not, go to **122**.

92



You explore the rocky island and, near the summit, you find the entrances to a cave.

Go to **85**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

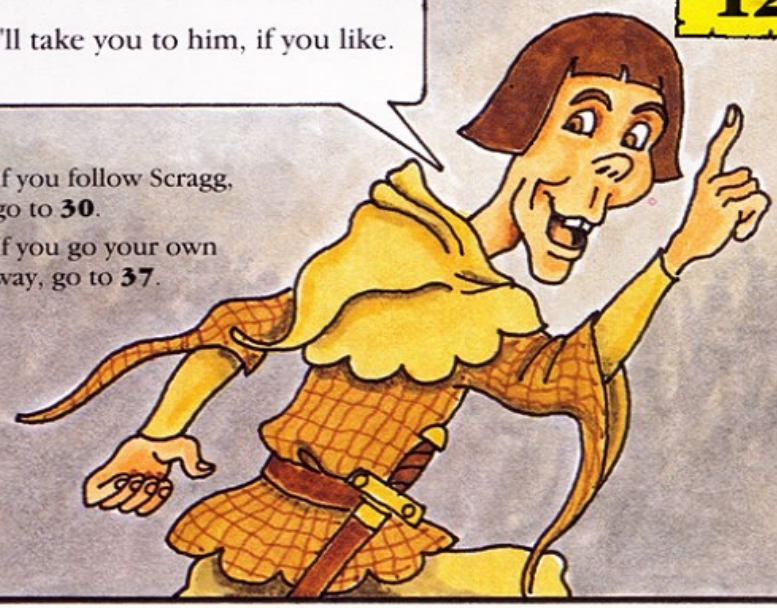
11

The sack is doused with some sweet smelling perfume which makes you feel very drowsy. You collapse into a deep sleep!

Go to **32**.

12

I'll take you to him, if you like.



If you follow Scragg, go to **30**.

If you go your own way, go to **37**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

49

Whale is biggest swimming in the sea, but in its veins doth cold or warm blood be?

If you say cold, go to **60**.

If you say warm, Go to **38**.

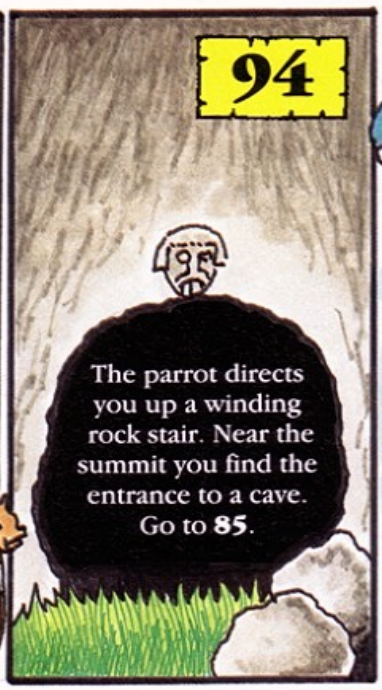
50

Please help me, traveller if you can, for it is my task to ring this bell and it is too heavy for me to move. If you will help me, I will help you find that which you seek.

Go to **57**.

93

You call on the frost giant YMIR and he appears. With a mighty, freezing breath he sends 'The Rover' scudding across the waves at a tremendous speed. Go to **84**.



94

The parrot directs you up a winding rock stair. Near the summit you find the entrance to a cave. Go to **85**.

95

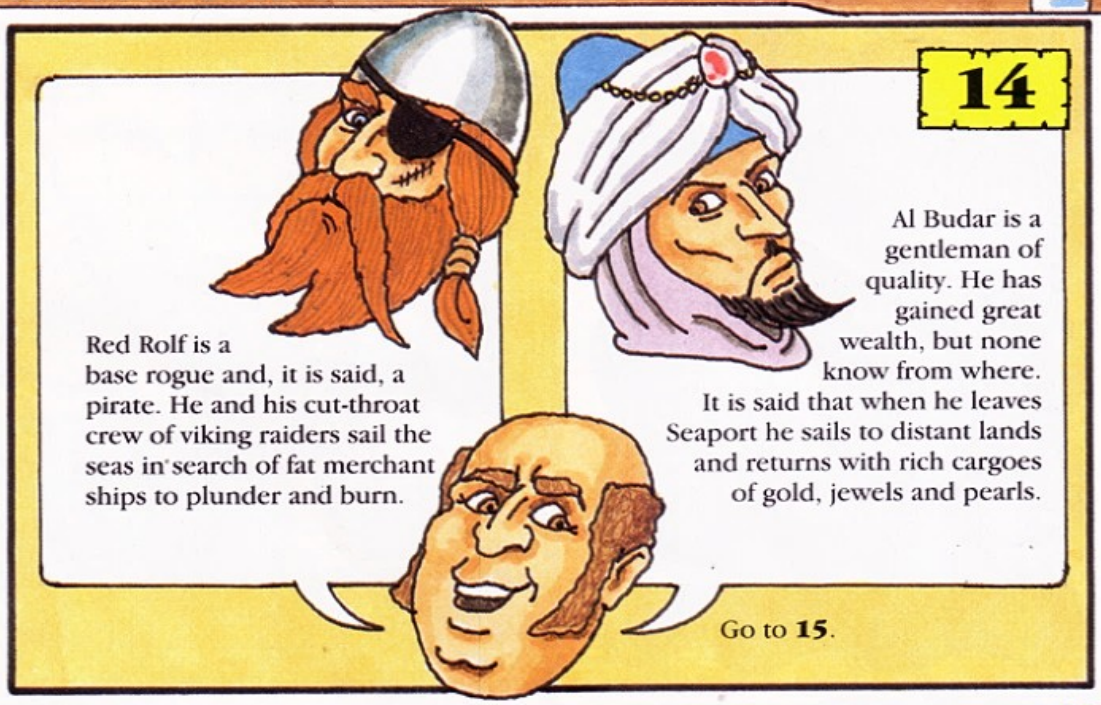
On shore there is a magic door, 'twill lead you to the ocean floor. On your shoulder let me bide, and I'll show ye where this door doth hide.

If you take the parrot with you, go to **94**.
If you do not, go to **92**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

13

If you go though the left gate, go to **22**.
If you go through the right gate, go to **18**.



14

Red Rolf is a base rogue and, it is said, a pirate. He and his cut-throat crew of viking raiders sail the seas in search of fat merchant ships to plunder and burn.

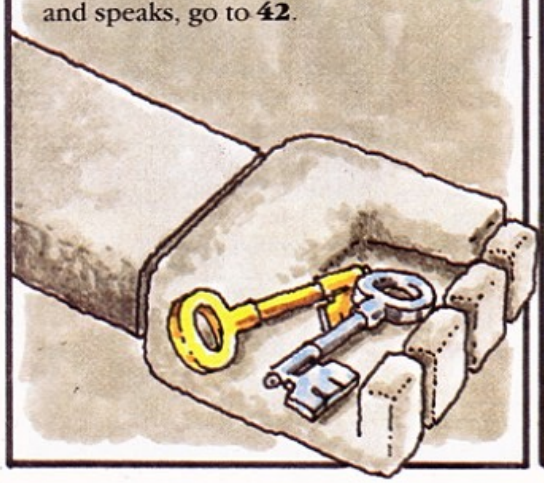
Al Budar is a gentleman of quality. He has gained great wealth, but none know from where. It is said that when he leaves Seaport he sails to distant lands and returns with rich cargoes of gold, jewels and pearls.

Go to **15**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

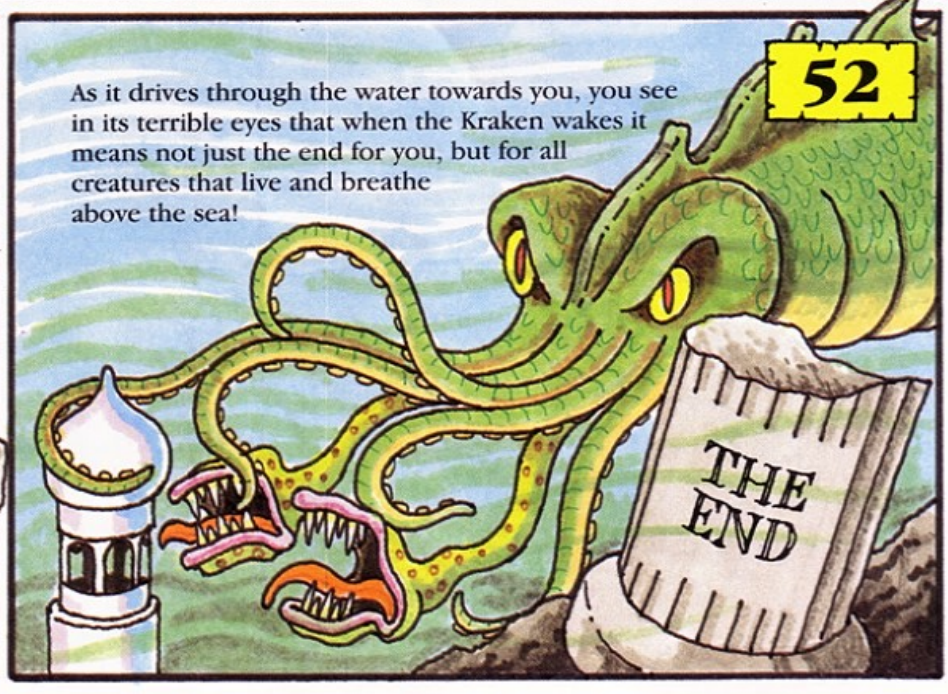
51

In one hand the statue holds two keys, one of gold and one of silver. You try to take the keys but the statue opens its eyes and speaks, go to **42**.



52

As it drives through the water towards you, you see in its terrible eyes that when the Kraken wakes it means not just the end for you, but for all creatures that live and breathe above the sea!



96

If you have the crown, go to **112**.
If you have a potion, go to **119**.

97

You continue your search for the lost city, go to **80**.

98

Suddenly the sun is blocked out by the great, black shadow of a giant bird! Picking you up in its mighty talons, it flies for hours across the sea. Finally it drops you near the shore of the hotlands. You swim ashore and walk along the beach until you arrive at the great city of Samardan.

THE END

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

15

If you decide to speak to Al Budar, go to **25**.

If you decide to speak to Red Rolf, go to **21**

16

Too late you realise that Scragg has cut the strings holding your purse to your belt and taken it with all your gold! (If you bought the magic charm, it would appear that the street seller cheated you too!) If you go into the tavern, go to **3**. If you set off to try and chase Scragg, go to **35**.

17

As you turn to leave the old woman speaks again.

A spell-less wizard, no use is he. Cross my palm with gold and I'll restore one spell to thee!

Go to **23**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

53

The bell booms out across the sunken city, echoing among the great reefs of coral.

For many years I have had to stay in this boring place, waiting for some stupid two-legs to come and ring the bell. The chime of this bell the fate of air breathers makes. For behold - The Kraken wakes!

Go to **71**.

54

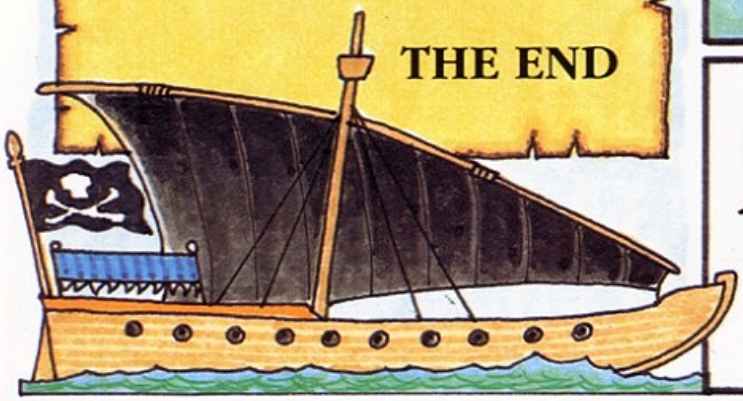
The steps go down and down until, eventually you come out into an underground chamber. Water drips from the walls, you must be deep under the sea!

Go to **59**.

99

Slipping the ring on your finger, you stow away aboard 'The Morning Star'. You manage to remain undetected until she sails into the harbour of the great city of Samardan. Here further adventures await you, but you have failed in your quest to find the lost city of Atlantis.

THE END



100

Five days later you see the tip of a mountain rising from the ocean before you. You have discovered the lost city!
Go to **74**.

101

TAKE THEE NOT THE DOOR ON MY RIGHT.

If you have the parrot, go to **88**.
If you do not go to **104**.

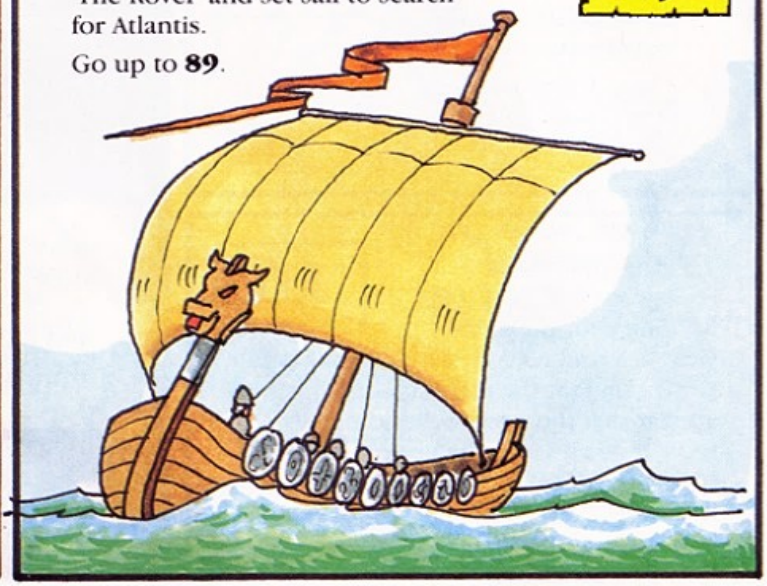
UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

18

The narrow alley beyond is dark and deserted. If you go back and through the other gate, go to **22**.
If you carry on, go to **24**.

19

You go on board Red Rolf's ship 'The Rover' and set sail to search for Atlantis.
Go up to **89**.



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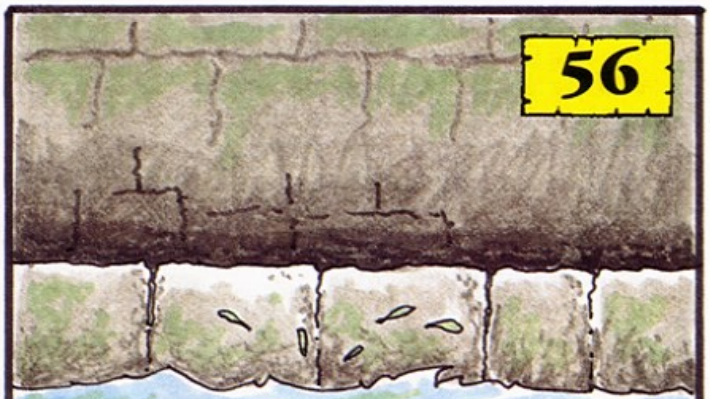
55

Now choose which chest you will open.
If you open the one with the golden sun, go to **67**.
If you open the one with the silver moon, go to **62**.

56



Before you are some steps, you swim down them and suddenly you are spluttering in the damp air of an underground chamber!
Go to **59**.

102

Al Budars men are no match for Red Rolfs wild Viking raiders. Soon 'The Morning Star' is captured and, releasing the galley slaves from their chains, Red Rolfs men chain Al Budar and his crew to the oars in their place. Go to **116**.

103

FLAMBAR go to **113**.
Others go to **124**.

104

If you go through the door on your right, go to **123**. If you go through the door on your left, go to **82**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

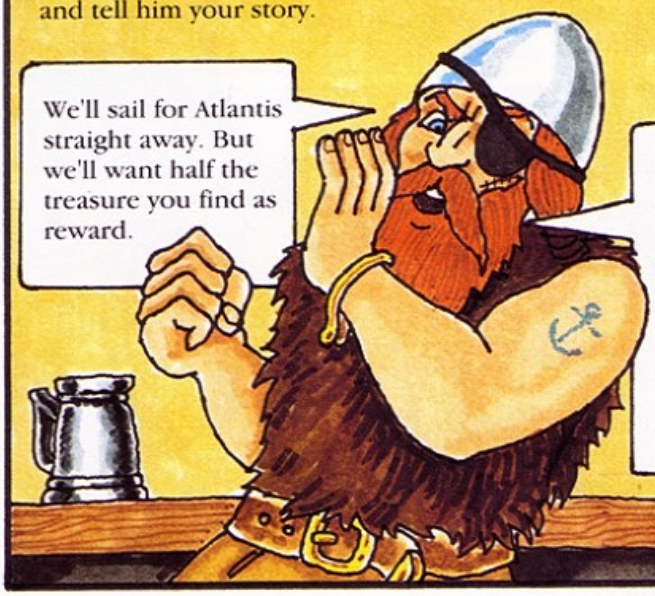
20

Street of the Guild of Cutpurses

Go to **13**.

21

You join Red Rolf and his crew at their table and tell him your story.



We'll sail for Atlantis straight away. But we'll want half the treasure you find as reward.

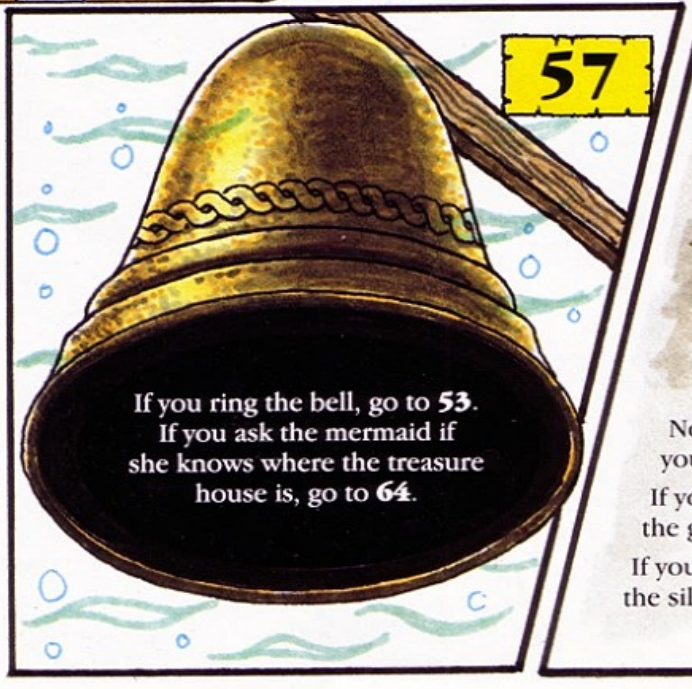
Do not trust your adventure to that silk-clad villain, Al Budar.

If you board his ship he will rob you and chain you to an oar as a galley slave!

Go to **4**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

57



If you ring the bell, go to **53**.
If you ask the mermaid if she knows where the treasure house is, go to **64**.

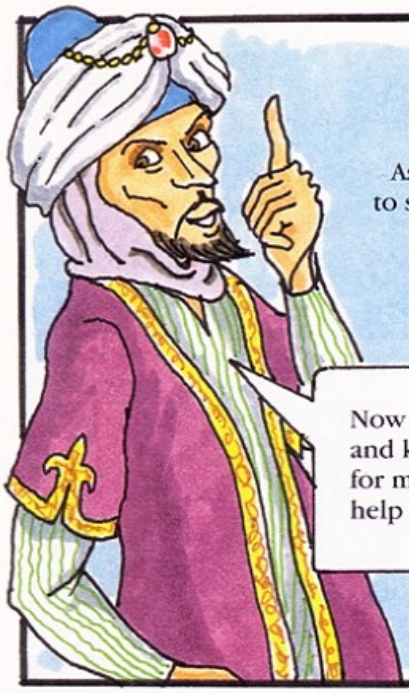
58

Now choose which chest you will open.

If you choose the one with the golden sun, go to **62**.

If you choose the one with the silver moon, go to **67**.

105



As soon as you are out to sea, Al Budar has you clapped in irons and taken to the lower deck, where you are chained to an oar.

Now I will find Atlantis and keep the treasure for myself, and you will help to row me there!

Go to **83**.

106

Red Rolf sails 'The Rover' into the harbour of the great city of Samardan and, taking all the gold in your purse as payment, puts you ashore. Here further adventures await you but you have not discovered the lost city of Atlantis.

THE END

107

If you have the parrot, go to **94**.

If you do not, go to **92**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

22

You are in the market square. If you look around the stalls, go to **27**. If you go into the Romany caravan, go to **5**.

23

If you give her 3 gold coins, go to **26**.

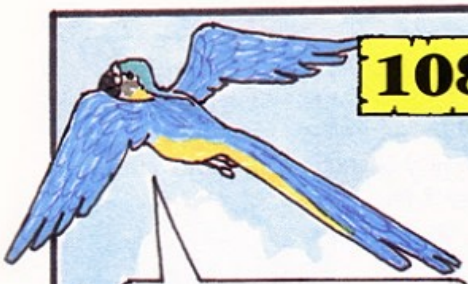
If you do not, go to **29**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

59

In the centre of the chamber stands a strange statue. In front of it are two large wooden chests. If you go over for a closer look at the statue, go to **51**. If you check out the wooden chests, go to **45**.

108



Now I'm no longer chained to perch, I'll not help you for Atlantis search!

The parrot soars into the sky and flies away. Go to **97**.

109

You climb the winding staircase, finally coming out on the very summit of the mountain island. Before you, you see a birds nest of enormous size, you know it is a birds nest because in it is an enormous egg! If you look inside the nest go to **114**. If you do not go to **98**.

110

You grope your way around the cave wall. Eventually you feel two wooden doors. If you have the parrot with you go to **88**. If you do not, go to **104**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

24

Suddenly several pairs of hands grab you from behind and a sack is thrown over your head.

GART go to **10**.
Others go to **11**.

25

You join Al Budar and his crew and tell him your story.

My ship is yours to command. For reward I will take only that which you would freely give. Sail not with that oaf Red Rolf, for he will rob you and make you walk the plank!

Go to **4**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

60

Fishes blood is cold, but whale doth a mammal be. You answer was wrong and now you must answer to me!

THE END

61

Throw not this trinket away, for it is more than it seems!

If you keep the lamp, go to **73**.
If you tell the parrot to shut up and throw the lamp into the sea, go to **44**.

111

It is an old candle. If you decide to pick it up, go to **86**. If you leave it where it is, go to **110**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

112

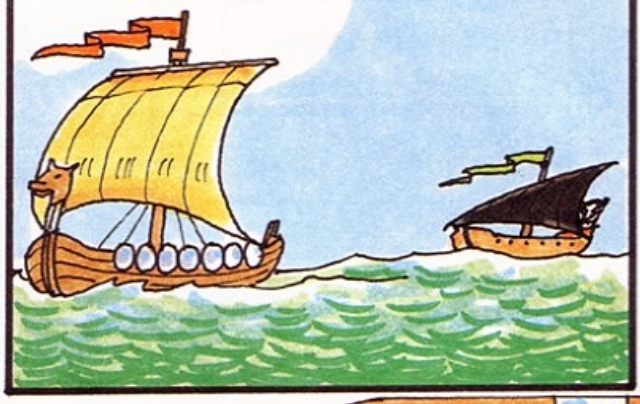
Placing the crown on your head, you dive into the deep waters. You discover that the crown allows you to breathe normally. Looking down you see the roofs and towers of Atlantis.

You begin to swim down towards them. Go down to **63**.

113

If you have the Frost Giant spell, you can use it now, go to **93**.

If you do not have this spell, or do not want to use it now, go to **124**.



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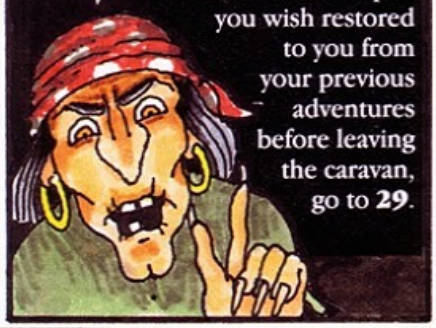
26

Choose from the spell that turns all to stone, or which calls on the Frost Giants breath to be blown.



Choose which spell you wish restored to you from your previous adventures before leaving the caravan, go to **29**.

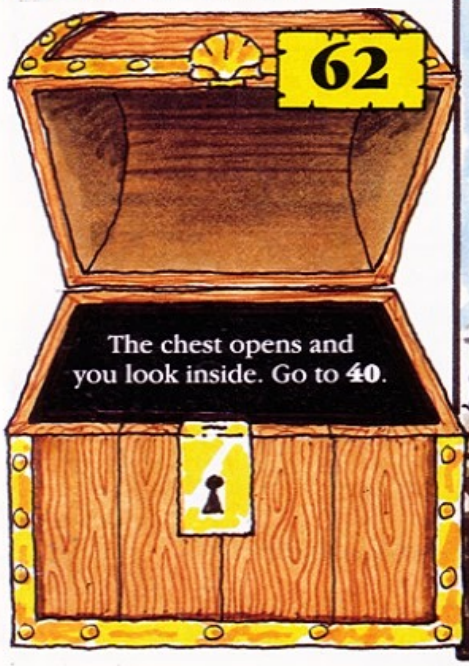
LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

27

You approach a street seller carrying a tray full of magic charms and potions. If you ask about the charms, go to **34**. If you ask about the potions, go to **31**.

WER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

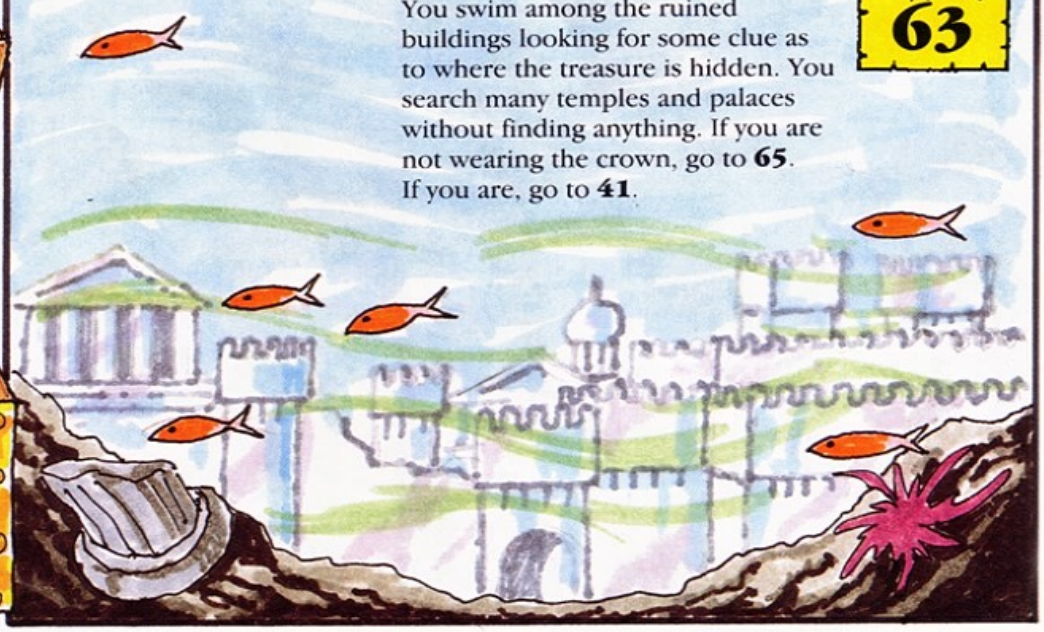
62



The chest opens and you look inside. Go to **40**.

63

You swim among the ruined buildings looking for some clue as to where the treasure is hidden. You search many temples and palaces without finding anything. If you are not wearing the crown, go to **65**. If you are, go to **41**.



114

Inside the nest is a large gold chain carrying a strange silver medallion.

If you take the chain, go to **48** on the lower level. If you do not go to **98**.

115

TAKE YE NOT THE DOOR UPON MY RIGHT, ONCE WITHIN NO HAND MUST TOUCH THE LIGHT.

You enter the cave. **FLAMBAR** go to **77**. Others to **126**.

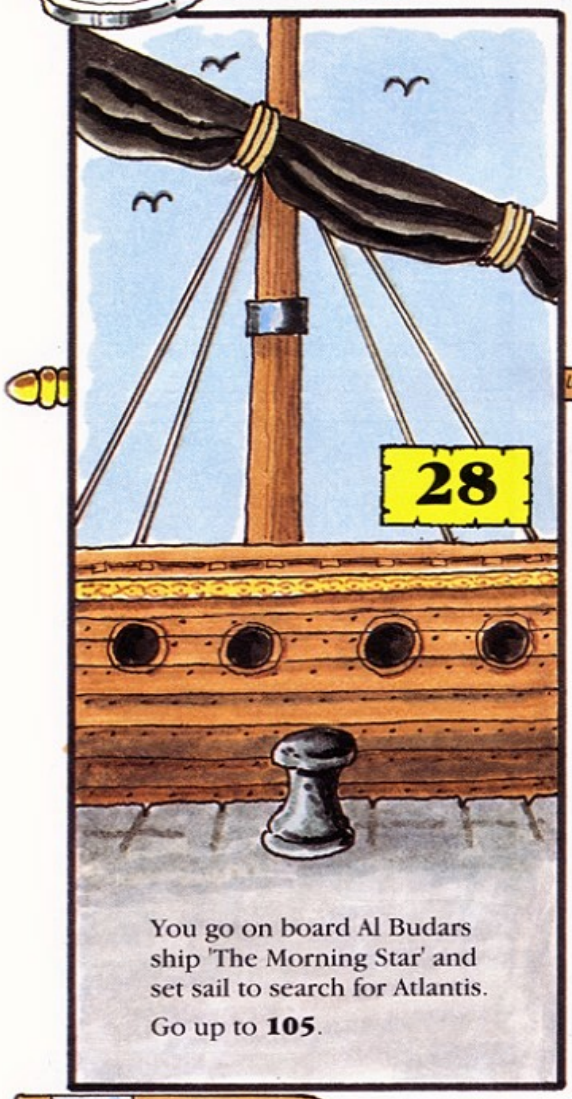
116

Red Rolf slaps you on the back.

You see, those that look fair do not always play fair, nor those that look foul play foul!

Now let us search for Atlantis together.

Go to **127**.



28

You go on board Al Budars ship 'The Morning Star' and set sail to search for Atlantis.

Go up to **105**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

29

You leave the caravan and look around the market stalls. Go to **27**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

64

Beneath this tower the room lies, but I cannot go there for I would drown as the room is full of air, but ring the bell for me and I will take you there.

If you ring the bell, go to **53**.

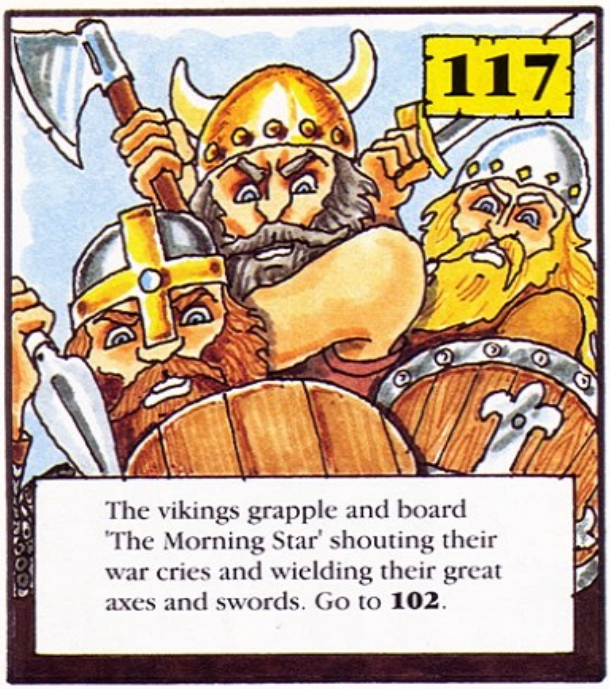
If you refuse and swim down to find the treasure room yourself, go to **43**.

65

After an hour, the potion begins to wear off.

If you have another, take it and go to **41**.

If you do not, go to **39**.



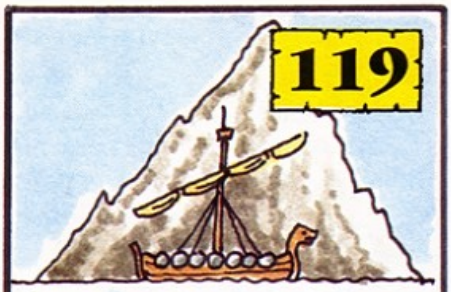
117

The vikings grapple and board 'The Morning Star' shouting their war cries and wielding their great axes and swords. Go to **102**.

118

You place the parrot on your shoulder and, fixing its chain to your belt, you tell it that you will set it free when it has shown you the way to Atlantis.

Go to **120**.



119

Swallowing the potion, you dive into the deep waters. You discover that the potion allows you to breathe normally. Looking down, you see the roofs and towers of Atlantis. You begin to swim down towards them.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

30

Scragg dodges among the crowds and leads you through narrow alleyways to a dingy tavern near the waterfront.

Go to **8**.

31

These are the tears of Neptune, each potion will allow you to breathe underwater for one hour. They are 10 gold coins each.

Decide how many of the four potions you wish to buy (if any) before going to **2**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

66

You swim into the tower. Suddenly from above a soft voice speaks. "At last comes one who may help me in my task!" Looking up you are surprised to see a mermaid floating in the water above you. Go to **50**.

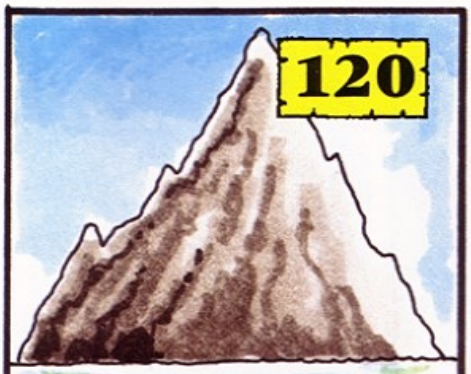
67

The chest will not open!

"You chose wrong and will not choose again!" booms the statue.

Go to **63**.

120



Following the course screeched out by the parrot, you soon see, rising out of the sea before you, the tip of the mountain below which lies the city of Atlantis.

Go to **74**.

121

You say the magic words 'SARSEN TRILITHON' and in a flash, the pirates are turned to stone! Go to **116**.

122

The parrot leans over and picks up the lamp with its beak. The lamp flickers into life, lighting up the cave and showing two doors set in the wall. Go to **79**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

32

You awake to the sound of waves, creaking wood, and the regular beat of a drum.

"Row you dog!" shouts the overseer, cracking his whip above your head. "You're a galley slave now! So listen to the drum and keep the beat, or you'll feel my whip!"

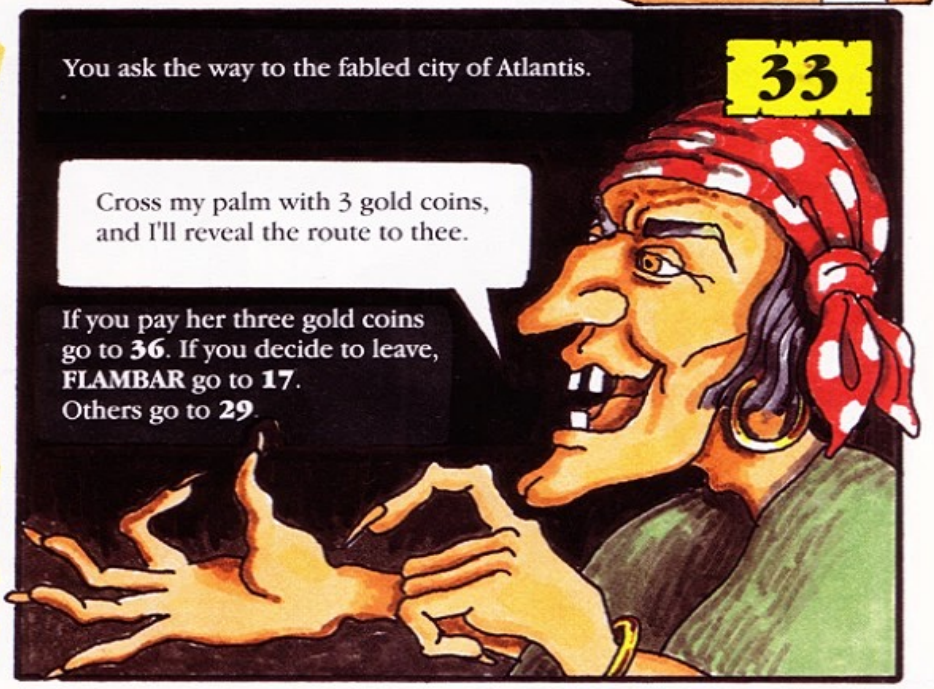
THE END

33

You ask the way to the fabled city of Atlantis.

Cross my palm with 3 gold coins, and I'll reveal the route to thee.

If you pay her three gold coins go to **36**. If you decide to leave, **FLAMBAR** go to **17**. Others go to **29**.



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68

To your surprise, instead of making you walk the plank, Red Rolf bursts into great gales of laughter!

Well, my fine adventurer, all quests do not end in wealth and happiness. At least now you have a light for dark winter nights!

If you decide to throw the oil lamp into the sea in disgust, go to **70**.

If you keep it, go to **73**.

69

Both chests are locked, and even **FLAMBAR'S** magic staff will not open them. Suddenly the statue opens its eyes and speaks!

Go to **42**.

123

Behind the door are steps going down into the heart of the mountain.

Go down to **54**.

124

The pirates board 'The Rover' howling their terrible war cries, and waving wickedly sharp scimitars. **GART** go to **76**. **FLAMBAR** go to **78**. **DORWEN** go to **125**.

125

If you have the magic ring, go to **99**.

If you do not, go to **87**.

PER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

34

Place this charm in your purse, and it will never be stolen from you. They are 20 gold coins each.

Decide if you want to buy one, then go to **2**.

35

You wander the darkening alleyways of Seaport searching for Scragg. Suddenly you are grabbed from behind by several pairs of hands, and a sack is thrust over your head, go to **11**.

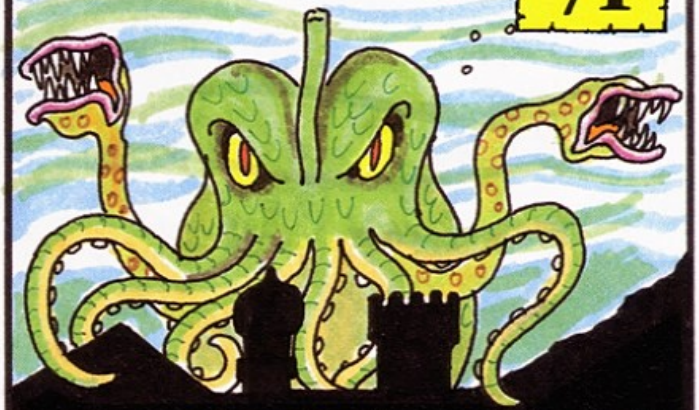
ER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

70

If you have the parrot with you, go to **61**.

If you do not, go to **44**.

71



You look in the direction she is pointing. There, rising from the ruins of a great palace, you see the most fearful monster you have ever seen!

Go to **52**.

126

You enter the cave which is in total darkness. Your foot touches something on the floor of the cave. If you bend down to see what it is, go to **111**.

If you grope your way around the cave, go to **110**.

127

Just before 'The Morning Star' is cast adrift, you see that Al Budars parrot is still chained to its perch on the deck.

If you rescue it go to **81**.
If you leave it go to **97**.

128

As soon as you pick it up, the lamp flickers into life, creating strange dancing shadows on the walls of the cave. Suddenly you realise that the shadows are getting bigger, and closing in on you! Go to **75**.

UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL ▲ UPPER LEVEL

36

Many leagues out to sea is the rock beneath which Atlantis lies, to get there you must follow the bird that never flies!

NOW BEGONE!

FLAMBAR go to **17**.
Others go to **29**.

37

You wander around for sometime before you find yourself outside a dingy tavern.

If you go in go to **3**.

If you carry on looking around the town, go to **35**.

LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL ▼ LOWER LEVEL

72

Ring not this bell and silence break, for fear you will the Kraken wake!

Go to **66**.

73

'The Rover' sets sail, and after some days sailing reaches the shores of the hotlands and enters the harbour of the great city of Samardan.

Still laughing, Red Rolf drops you ashore and sails away.

THE END

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